IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method for processing referenced objects, comprising:

referencing an object by selected indicia, the selected indicia being a name, a globally-unique identifier or a globally-unique identifier and an object locator;

searching for the object by the selected indicia; ~~and~~

downloading the object having the selected indicia;

analyzing the downloaded object to identify the selected indicia of the downloaded object; and

~~determining whether to capture~~ capturing the object in persistent memory when the selected indicia is identified to include ~~based upon whether the selected indicia includes~~ a globally-unique identifier.

2. (Original) The method of claim 1 wherein the referencing of the object is by an object name and the searching for the object is performed by object name.

3. (Original) The method of claim 2 further comprising attempting to find the object when the object resident in a presentation device is referenced with a globally-unique identifier.

4. (Original) The method of claim 3 further comprising downloading and capturing the object when the attempt to find the resident object fails and the object is referenced from a secure environment.

5. (Original) The method of claim 1 wherein the referencing of the object is by a globally-unique identifier.

6. (Original) The method of claim 5 further comprising attempting to find the object resident in the presentation device using a globally-unique identifier.

7. (Original) The method of claim 6 further comprising searching for the resource inline in a resource group in a print file when the search for a resident globally-unique identifier fails.

8. (Original) The method of claim 7 further comprising downloading and capturing the object by the globally-unique identifier if the resource is found inline in a resource group in the print file and the object is secure.

9. (Original) The method of claim 1 wherein the referencing of the object is by a globally-unique identifier and an object locator.

10. (Original) The method of claim 9 further comprising attempting to find the object resident in the presentation device using a globally-unique identifier.

11. (Original) The method of claim 10 further comprising searching for the resource inline in a resource group in a print file when the search for a resident globally-unique identifier fails.

12. (Original) The method of claim 11 further comprising downloading and capturing the object by the globally-unique identifier if the resource is found inline in a resource group in the print file and the object is secure.

13. (Original) The method of claim 11 further comprising looking for the object in a resource library by object locator when the inline search is unsuccessful.

14. (Original) The method of claim 13 further comprising determining whether the globally-unique identifier assigned to the object matches the globally-unique identifier referenced.

15. (Original) The method of claim 14 further comprising downloading and capturing the object by the globally-unique identifier if the globally-unique identifier assigned to the object matches the globally-unique identifier referenced.

16. (Original) The method of claim 14 further comprising indicating an error if the globally-unique identifier assigned to the object does not match the globally-unique identifier referenced.

17. (Original) The method of claim 14 further comprising indicating an error if the object does not contain a globally-unique identifier.

18. (Original) The method of claim 1 further comprising downloading the object without generating an error when a capture storage is full.

19. (Withdrawn) A object data structure of a data stream for referencing and identifying presentation objects, the object data structure including a globally-unique identifier assigned to a presentation object, the globally-unique identifier providing integrity to object identification.

20. (Withdrawn) The data structure of claim 19 wherein the globally-unique identifier assigned to the object allows the object to be securely referenced for re-use.

21. (Withdrawn) The data structure of claim 19 wherein the globally-unique identifier assigned to the object is platform-independent.

22. (Withdrawn) The data structure of claim 19 wherein the data stream is a Mixed Object Document Content Architecture data stream.

23. (Withdrawn) The data structure of claim 19 wherein the globally-unique identifier comprises a date and time stamp.

24. (Withdrawn) The data structure of claim 19 wherein the globally-unique identifier comprises a checksum value.

25. (Withdrawn) The data structure of claim 19 wherein the globally-unique identifier comprises a binary counter.

26. (Currently Amended) An article of manufacture comprising a program storage medium readable by a computer, the medium tangibly embodying one or more programs of instructions executable by the computer to perform a method for processing referenced objects, the method comprising:

referencing an object by selected indicia, the selected indicia being a name, a globally-unique identifier or a globally-unique identifier and an object locator;

searching for the object by the selected indicia; ~~and~~

downloading the object having the selected indicia;

analyzing the downloaded object to identify the selected indicia of the downloaded object; and

~~determining whether to capture~~ capturing the object in persistent memory when the selected indicia is identified to include ~~based upon whether the selected indicia includes~~ a globally-unique identifier.